

The cover art for the video game 1941: Counter Attack features a dynamic, low-angle perspective of several green military aircraft, including fighters and bombers, flying through a complex, industrial environment. The scene is filled with large, yellowish-green structures, pipes, and mechanical components. In the upper corners, there are large, intense explosions with bright orange and yellow flames. The overall style is reminiscent of classic arcade game artwork, with bold colors and a sense of action and scale.

**CAPCOM**

**1941**

TM

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**COUNTER ATTACK**



# 1941

## COUNTER ATTACK

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This is the second sequel to "1942".

It features a wide variety of enemies and a large variety of powerful weapons.

CP System  
**No.8**

### HOW TO PLAY



Control airplane with 8 way joystick.  
Attack with button A.  
Somersault & Mega Crash with button B.



**Power Blast**

If the A button is held down, energy will be stored up so that a power blast is fired when the button is released.



**Spinning**

Plane spins when it hits obstacles. No damage is received and player can shoot sideways.

**First Player**

New aircraft with excellent maneuverability.



**Second Player**

Multi-purpose aircraft with strong attack power.



Stage 1



Stage 2



Stage 3



Stage 4



Stage 5



Stage 6

### ITEM

	POW		Machine Gun		Missile		Super Shell		Wing Planes		After Image		Power Star
Restore energy.		Fully automatic machine gun.		"Well Chaser" missiles.		Excellent penetration.		Wingmen join in your attack.		Increase attack potential 3 times.		Restore energy to maximum.	

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